NAPOLEON IN RUSSIA™

Borodino 1812

Datasoft®

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Borodino 1812

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Game Designed by R. Steve Krenek
Game Scenarios by Stephen M. Beckett II
Atari version by Steve Krenek
Commodore version by Raymond Vallieres, Jr.
Commodore consultant, David H. Simmons

Historical consultants:
Jon Wladis, Marshall Enterprises, SPI,
George Nafziger, David Chandler
Borodino Map researched and designed by Dave Naquin

Manual Written by Steve Krenek
Edited by Thomas J. Clement
Designed by Thomas J. Clement & Kathi B. Somers
Illustrated by Rick Beal

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History

By 1812, Napoleon had conquered much of Europe through a series of brilliant campaigns. He had hoped to unite the continent under a single government which could financially destroy the British Empire (it was Britain that had financed most of the armies Napoleon had crushed). But mismanagement and uncooperative allies like Russia made this impossible.

Napoleon decided to put the Red Bear out of action through a series of quick, thorough battles. But attacking Russia proved the Little Emperor's undoing. Several times his officers failed to trap Russian elements and the Russians, under Barclay, continued a strategic retreat into the Motherland, drawing Napoleon's national armies deeper into the bear's den. Barclay was replaced by Kutuzov when the Russian people wondered why their armies didn't stand and fight. Kutuzov made his stand in a field surrounding Borodino, just a few miles outside Moscow.

The terrain was excellent for defense, with the north anchored on the Colocha River, the center on the Semenovka stream with its deep ravines, and the south covered with woods and the Utiza Mound.

By late evening of September 5th, the Grand Army's advanced guard had cleared the small Russian forces around the Shevardino Redoubt (fortification).

Throughout the 6th day, Napoleon brought up the rest of his army and rested while the Russians busily tried to complete the Raevsky Redoubt (known as the Great Redoubt) and the Bagration Fleches (a fleche is a two-faced fortification that forms a sharp angle in the front and is open at the rear), named after the commanders of each respective location.

It was during this night that Napoleon dismissed Marshal Davout's suggestion of a strategic outflanking around the southern end of the Russian lines. This plan could have resulted in pinning and completely destroying the Russian army. But the brilliant Napoleon was not in a mood to think logically. Tired and sick, he decided—out of character—against such a bold move, since it would leave his forces weak for a long period and because there was no guarantee that the Russians wouldn't slip away after inflicting considerable damage on the attackers anyway.

The final day of battle was a complex affair. Napoleon attacked straight ahead along the entire front. Borodino was in French hands by 8 am, the Fleches by noon, and Semenovskaya a short time after that. This advance made the Russian center precarious. Even with this success, however, Napoleon refused several requests to commit his elite Guard to finish off the battle; he was too cautious.

Still, the battle, if not the war, had been won. The Russians retreated that night, leaving Moscow open to invasion.

In the final tally, the Russians lost about 44,000 men to death and wounds; the French, 30,000.

If Napoleon had decisively won at Borodino instead of just pushing the Russians back, he would have been able to leave Russia in his own time (instead of by full-scale retreat) and with his "invincibility" intact. This success may have prevented the uprisings of 1813-1815 which led to his overthrow. Thus, Borodino was more pivotal than Waterloo!

Commodore

COMMODORE-64/128 REQUIREMENTS

- C64/128
- TV or Video Monitor
- Joystick
- 1541/1571 Disk Drive
- NAPOLEON IN RUSSIA Game Disk
- Blank, formatted disk (for saving games)

COMMODORE-64/128 LOADING INSTRUCTIONS

1. Turn off the computer and connect a Joystick to Port 2. Make sure all peripherals are disconnected (you can use a Fast Load Cartridge with NAPOLEON IN RUSSIA).
2. Turn on the power to your TV or monitor, disk drive, and computer (with C128, hold down the Commodore Key while turning on the computer).
3. Insert the game disk into the drive and close the door.
4. When *READY* appears on the screen, type **LOAD"*",8,1** and press RETURN; the game loads. Leave disk in drive during play.

Note: Never depress the SHIFT LOCK key while playing the game.

FORMATTING COMMODORE DISKS

Data Disks must be formatted *before* you can save games. Follow step 2, above; insert a blank disk into drive. When *READY* appears, type:

OPEN15,8,15,"N0:NAME,XX":LOAD"$",8

(don't leave spaces; type the comand the way it appears here).

GAME PLAY COMMANDS FOR COMMODORE

Below is a list of the Commodore commands. Under each heading you're told how to proceed from one Screen to another and how to make game play choices.

Scenario Screen

You can reach the Scenario Screen from any point in the game:

RUN/STOP, RESTORE—hold down RUN/STOP and press RESTORE to return to the Scenario Screen.

And here's how to make selections on the Scenario Screen:

F1—to highlight the next Scenario.
F8—to load the highlighted game and proceed to Option Screen.
F8—to load a saved game and proceed to Load Game Screen.

Note: You must highlight FINISH SAVED GAME before pressing F8 to load the saved game. If you don't do this, you're told the file can't be found.

Note: If you don't have the game disk in the drive when you try to load a Scenario, you'll be told the Scenario can't be found. Insert the game disk and try again.

Option Screen

You can reach the Option Screen from the Map Screen or after loading a saved game. To make selections on the Scenario Screen, press:

F1—to highlight the next option.
F3—to change the setting of highlighted option.
F8—to proceed to the Map Screen.

Load Game Screen (to load saved games only)

You can only get to this Screen from the Scenario Screen. Insert a saved-game disk, type the file name, and press F1. If the saved-game disk isn't in the drive, you'll see *FILE NOT FOUND*. Press F8 which takes you back to the Scenario Screen where you can select FINISH SAVE GAME and try again. Or, hit DEL and retype the name.

Once the saved game is loaded, you're shown the Option Screen and the Option settings you chose for the saved game. You can choose new Options at this point.

F8—to return to Scenario Screen from the Load Game Screen.

Map Screen

You can only get to this Screen from the Scenario or Score Screens. Here are the selections you can make from the Map Screen.

F3—to display your Units.
F5—to begin the game (you must begin a game before proceeding to any other screen).

once game starts. . . .

F8—to switch to the Save Game Screen from the Map Screen.
F2—to end the game and switch to the Score Screen.

Save Game Screen

You can only reach this Screen from the Map Screen. To save a game, insert a formatted disk and type a file name (make sure to jot this name down on the disk's label).

F8—to switch to the Map Screen from the Save Game Screen.

DON'T SAVE GAMES ON THE GAME DISK

Score Screen

You can reach this Screen from the Map or at the end of the game.

F8—to switch to Map Screen from Score Screen and back again.

ATARI 8-BIT REQUIREMENTS

- Atari Computer
- TV or video monitor
- Joystick
- Compatible disk drive
- NAPOLEON IN RUSSIA Game Disk
- Blank, formatted disk (for saving games)

ATARI 8-BIT LOADING INSTRUCTIONS

1 Turn off the computer, remove all cartridges, and connect a Joystick. Make sure all peripherals are disconnected.
2 Turn on the power to your TV or monitor and disk drive.
3 Insert the game disk into the drive and close the door.
4 Hold down the OPTION key while you turn on the computer. The game loads and runs.

FORMATTING ATARI DISKS

Data Disks must be formatted *before* you save games. Do this before loading the game. Use Atari DOS to format disks.

GAME PLAY COMMANDS FOR ATARI 8-BIT

Below is a list of the Atari commands you can use at various points in the game. Under each heading you're told how to proceed from one Screen to another and how to make game play choices.

Scenario Screen

You can reach the Scenario Screen from any point in the game:

| RESET—return to the Scenario Screen.

And here's how to make selections on the Scenario Screen.

| OPTION—to highlight the next Scenario.
| START—to load a highlighted game and go to Option Screen.
| START—to load a saved game and go to Load Game Screen.

Note: You must highlight FINISH SAVED GAME before pressing START to load the saved game. If you don't do this, you're told the file can't be found.

Note: If you don't have the game disk in the drive when you try to load a Scenario, you'll be told the Scenario can't be found. Insert the game disk and try again.

Option Screen

You can reach the Option Screen from the Map Screen or after loading a saved game. To make selections on the Scenario Screen, press:

| OPTION—to highlight the next option.
| SELECT—to change the setting of the highlighted option.
| START—to proceed to the Map Screen from the Option Screen.

Load Game Screen (to load saved games only)

You can only get to this Screen from the Scenario Screen. Insert a saved-game disk, type the file name, and press RETURN. If the saved-game disk isn't in the drive, you'll see *FILE NOT FOUND, TRY AGAIN*. Press START which takes you back to the Scenario Screen where you can select FINISH SAVE GAME and try again.

Once the saved game is loaded, you're shown the Option Screen and the Option settings you chose for the saved game. You can't change Options on a saved game. They're just shown for your review.

| START—to return to Scenario Screen from Load Game Screen.

Map Screen

You can only get to this Screen from the Scenario or Score Screens. Here are the selections you can make from the Map Screen.

| OPTION—to display your Units.
| START—to begin the game (you must begin a game before proceeding to any other screen).

once game starts. . . .

| OPTION—to switch to Save Game Screen from the Map Screen.
| SELECT—to end the game and switch to the Score Screen.

Save Game Screen

You can only reach this Screen from the Map Screen. To save a game, insert a formatted disk, type a file name, and press RETURN (make sure to jot this name down on the disk's label).

| START—to switch to Map Screen from the Save Game Screen.

DON'T SAVE GAMES ON THE GAME DISK

Score Screen

You can reach this Screen from the Map or at the end of the game.

| START—to switch to the Map Screen from the Score Screen and back again.

IBM

IBM REQUIREMENTS

- IBM or compatible
- TV or video monitor
- Joystick
- Disk drive
- IBM DOS (2.1 or greater)
- NAPOLEON IN RUSSIA Game Disk
- Blank, formatted 360K disk (for saving games)

IBM Loading Instructions

1 Turn off the computer and connect a Joystick.
2 Turn on the power to your TV or monitor and disk drive.
3 Insert DOS disk into drive A, close door, and turn on computer.
4 When A> appears, remove DOS, insert game disk, type **1812** and press ↵.

Formatting IBM Disks

Data Disks must be formatted *before* you save games. Do this before loading the game. Use DOS to format disks.

Game Play Commands For IBM

Below is a list of the IBM commands you can use at various points in the game. Under each heading you're told how to proceed from one Screen to another and how to make game play choices.

Scenario Screen

You can reach the Scenario Screen from any point in the game:

F10, F1—press F10 to restart, then press F1 to return to the Scenario Screen.

And here's how to make selections on the Scenario Screen.

F1 or **Up/Down Arrows**—to highlight the next Scenario.
F3 or **RETURN**—to load the highlighted game and proceed to the Option Screen.
F3 or **RETURN**—to load a saved game and proceed to the Load Game Screen.
F10—to switch to Quit/Restart Screen from the Scenario Screen.

Note: You must highlight FINISH SAVED GAME before pressing F8 to load the saved game. If you don't do this, you're told the file can't be found.

Note: If you don't have the game disk in the drive when you try and load a Scenario, you'll be told the Scenario can't be found. Insert your game disk and try again.

Option Screen

You can reach the Option Screen from the Map Screen or after loading a saved game. To make selections on the Scenario Screen, press:

F1 or **Up/Down Arrows**—to highlight the next option.
F2 or **Left/Right Arrows**—to change the setting of the highlighted option.
F3 or **RETURN**—to proceed to Map Screen from Option Screen.
F10—to switch to Quit/Restart Screen from the Option Screen.

Load Game Screen (to load saved games only)

You can only get to this Screen from the Scenario Screen. Insert your saved-game disk, type the File Name, and press F3. If the saved-game disk isn't in the drive, you'll see *FILE NOT FOUND, TRY AGAIN.* Press F4 which takes you back to the Scenario Screen where you must select FINISH SAVE GAME and try again.

Once the saved game is loaded, you're shown the Option Screen and the Option settings you chose for the saved game. You can't change Options on a saved game. They're just shown for your review.

F3 or **RETURN**—to proceed to the Map Screen from the Load Game Screen.
F4—to return to Scenario Screen from the Load Game Screen.

Map Screen

You can only get to this Screen from the Scenario or Score Screens. Here are the selections you can make from the Map Screen.

F3—to display units.
F1—to begin a game (you must begin a game before proceeding to any other screen).

once game starts. . . .

F3—to switch to Save Game Screen.
F8—to end a game, switch to Score Screen.
F10—to switch to Quit/Restart Screen.

Save Game Screen

You can only reach this Screen from the Map Screen. To save a game, insert a formatted disk, type a file name, and press RETURN (make sure to jot this name down on the disk's label).

F4—to switch to the Map Screen from the Save Game Screen.

DON'T SAVE GAMES ON THE GAME DISK

Score Screen

You can reach this Screen from the Map or at the end of the game.

F4—to switch to Map Screen from Score Screen and back again.
F10—to switch to the Quit/Restart Screen from the Score Screen.

Quit/Restart Screen

You can only reach this Screen from the Map Screen.

F8—to return to DOS from the Quit/Restart Screen.
F4—to resume a game.
F1—to restart a game.

Sound On or Off

S—to toggle the sound on or off.

Original and Alternate Colors

C—to toggle between original or alternate game colors.

Dots Grid On or Off

D—to place one dot in the lower left-hand corner of each empty square for visual reference.

Military Icons or Symbols

I—to select either military icons (pictures) or symbols (squares).

IBM KEYBOARD COMMANDS

You can play NAPOLEON IN RUSSIA on the IBM with a Joystick or from the Keyboard. These options and some of these features are only available for IBM players.

Arrow Keys or **Numeric Keypad**—move the cursor
t—puts the top of the Map on the screen
m—puts the middle of the Map on the screen
b—puts the bottom of the Map on the screen
c—toggles between the original or alternate game colors.
d—adds or removes the dot grid from the Map
i—puts military symbols on the Map
SPACEBAR (1 time)—acts as Firebutton being pressed
SPACEBAR (2 times)—acts as Firebutton being released (also clears information about Units)

Scenario Screen

SCENARIOS

After the Title Screen, The Scenario Screen appears. Press F1 (Commodore), Option (Atari), F1 (IBM) to choose a Scenario. Press START to move to the Option Screen.

1 *Assualt on Shevardino Redoubt (Sept. 5th)—depicts 5 hours of the first day's combat. It uses only a few Units and is recommended for beginners.*

Napoleon launched this assault late in the afternoon against the Shevardino Redoubt. His goal was to allow full-strength deployment of his right wing against the Russian left. Base score: 34,350. Winning score: 35,000. Game Speed recommended: 1:1 second/minute.

2 | *Historical Two Day Battle (Sept 6th)—depicts the last two days of battle.*

This allows you to begin planning and fighting before the arrival of the rest of the French Army (which occured on the third day). The objective is the same as the Sept. 7th Historical Battle (see **3** below). Base score: 130,550. Winning score: 170,000. Game Speed recommended: 4:7 second/minute.

3 | *Historical Battle of the Third Day (Sept 7th)—depicts the final day of the battle.*

The main battle took place on the 7th, Napoleon's objective being to destroy the Russian Army. While he pushed the Russians back and subsequently occupied Moscow, his attack was not decisive. Base score: 130,550. Winning score: 170,000. Game Speed recommended: 4:7 second/minute.

4 | *The Complete Battle (Sept 5th)—depicts the entire 3-day battle (takes at least 5 hours to play).*

This allows you to play general over the entire three-day campaign. Base score: 130,550. Winning score: 170,000. Game Speed recommended: 4:7 second/minute.

"What if. . ." Scenarios

5 | *Variant: Davout's maneuver—depicts the 3rd day using the assumption that Marshal Davout brings his Corps on from the South in a flanking maneuver.*

This assumes that Napoleon took Davout's advice of a joint I Corps, V Corps, strategic outflanking movement in the south to come up behind the Russians and trap them between the Moskva River and the rest of the French Army. Would this have resulted in a French victory over all Russia? Base score: 130,550. Winning score: 170,000. Game Speed recommended: 4:7 second/minute.

6 | *Variant: Alternate Russian Setup, Sept 7th—depicts the Russians set-up in anticipation of Napoleon's frontal assualt.*

This assumes that the Russian commander, Kutusov, put Barclay's plan into effect and maintained a strong left wing, providing greater resistance to the French attack. Base score: 130,550. Winning score: 170,000. Game Speed recommended: 4:7 second/minute.

7 | *Afternoon Attack on the Great Redoubt Sept 7th—depicts a short scenario.*

This short scenario allows you to recreate the historical attack on the Great Redoubt which resulted in its fall and the most intensive Cavalry action of the battle. The objectve was to destroy the Russian forces there. Base score: 33,700. Winning score: 36,000. Game Speed recommended: 1:1 second/minute.

8 | *Morning Attack on the Fleches Sept 7th—depicts a short scenario.*

This scenario allows you to simulate the initial taking of the Fleches and the drive for Semenovskaya and the Russian center. If your attack is withering enough, the Fleches will fall into your hands and the Russian center will be routed. Napoleon decided not to commit his Guard here and lost the advantage. Base score: 42,150. Winning score: 45,000. Game Speed recommended: 1:1 second/minute.

Loading A New Scenario Or A Saved Game

LOAD A NEW SCENARIO

Once you've selected a Scenario, press OPTION (Atari), F8 (Commodore), or F1 (IBM) to begin play; the Scenario loads and you'll next see the Option Screen.

LOAD A SAVED GAME

To load a saved game, return to the Scenario Screen by hitting RESET (Atari), RUN/STOP, RESTORE (Commodore), or F10, F1 (IBM). Then, select the Load Game Screen by pressing START (Atari), F8 (Commodore), or F3 (IBM). Then type in the name of the game you'd saved and press RETURN (Atari), F8 (Commodore), or ↵ (IBM).

Option Screen

After the Scenario Screen, the Option Screen appears. Press OPTION (Atari), F1 (Commodore), or F1 (IBM) to select an Option. Press SELECT (Atari), F3 (Commdore), or F2 (IBM) to decide on how you want to play that Option (YES, SEE, or NO).

Note: If you had loaded a previously saved game, the Option Screen is displayed so you can see the Options you'd chosen for the original game. On Atari and IBM, the Option Screen is for reference only; you can't change these. You *can* change saved-game Options on the Commodore, however. Press START (Atari), F8 (Commodore), or F3 (IBM) to move to the Map and start the game.

Computer Player: turns computer player on and off.

YES: makes the computer play the Russian side
SEE: also makes the computer play the Russian side, but allows you to see the computer's plans when you select a Russian Unit and look at the Unit Display at the bottom of the screen.
NO: lets you or a friend (for two players) play both sides.

Difficulty Level: sets how hard the Russians will fight: Easy, Medium, or Hard.

Russian Toughness: can be used to lower Russian morale, making them eaiser to beat. Selecting "Weak" lowers their morale; "Normal" sets it at the historical level.

French Toughness: can be used to lower French morale, making them easier to beat. Selecting "Weak" lowers their morale; "Normal" sets it at the historical level.

Morale Option: determines whether Unit morale is used in calculating the final score.

Fatigue Option: determines if Unit fatigue is used in calculating the final score.

The Map Screen & Starting A Game

When you've made all the selections on the Option Screen, press START (Atari), F3 (Commodore), or F3 (IBM) to move to the Map Screen.

THE MAP SCREEN

After you press START , the center of the battlefield appears. The French are on the left (west); the Russians, the right. Moscow is off the east edge of the map. Above is the date, September — 1812, and the time. For scenarios greater than one day, nights end at 12 pm and mornings begin at 6 am.

To see more of the map, use the Joystick to move the cursor. When the cursor hits any map edge, the map scrolls. The entire battlefield is encompassed by a green border (for smaller Scenarios, the border only surrounds the battle area for that scenario). There are different terrains which affect movement and combat:

Clear—Empty light green square
River—Wide blue line
Stream—Narrow blue line (Stream 1, 2, & 3)
River Ford—Broken river/stream
Bridge—Broken river/stream
Woods—Dark green tree shapes
Trail—Dark green tree shapes
Village—Dark grey squares
Slope— Brown lines
Redoubt—Brown V

To find out what terrain the cursor is over, press the Fire button. The type of terrain is displayed in the grey strip at the bottom of the Screen.

Once you're done looking at the terrain, press OPTION (Atari), F3 (Commodore), and F3 (IBM) to add Units to the map. You can still click on parts of the map to find out what the terrain is like, it's just more crowded with Units in the way.

STARTING THE GAME

Once you've looked over the terrain and added your Units, it's time to play. Press START (Atari), F5 (Commodore), and F1 (IBM) to begin.

Saving Or Ending A Game

If you like the way a battle is progressing, you'll want to keep the game. To do this, press OPTION (Atari), F8 (Commodore), or F3 (IBM). The

game stops and a "Save Game" Screen appears. Type in a name for the saved game file (up to 8 characters).

You may end a game at any time and see your score by pressing RESET (Atari), RUN/STOP, RESTORE (Commodore), or F8 (IBM). You can still examine the map, but the game is over. Remember, ending a game and saving a game aren't the same thing.

The Game Clock, Lengths Of Turns, & Pausing

On the right half of the grey line is the game clock. Each game turn can be in real time (60 seconds equals one game minute) or accelerated time (all other settings).

The time per turn refers to how long it takes the computer to calculate and execute your commands (and its own commands if the computer is playing the Russian side). Use the number keys (shown in the left column) to alter how long a turn takes.

1 — 1 second = one game minute
2 — 3 seconds = one game minute
3 — 5 seconds = one game minute
4 — 7 seconds = one game minute
5 — 10 seconds = one game minute
6 — 15 seconds = one game minute
7 — 20 seconds = one game minute
8 — 30 seconds = one game minute
9 — 60 seconds = one game minute
0 — Pauses the Game

When you pause the game, the game will complete whatever battle maneuver it's involved in before pausing.

Note: You don't have to wait for the computer to finish executing your orders before going to the next turn.

Hint: A word of caution about playing the faster games: don't rush! It's tempting to quickly charge ahead, but this doesn't allow time for tactical planning.

The times shown are target times. The execution of orders takes at least five seconds—depending on the action—to properly compute. If the speed setting is too fast for the number of Units involved (for example, 1 second = one game minute), the computer won't play too well because it won't have enough time to plan its own strategy *and* take care of yours. The game clock will not advance until the action is finished.

TROOP INSPECTION

Command of the French side means ordering about 130,000 French, Polish, Italian, Spanish, Portuguese, and German troops. French Units are blue; foreign Units in the French service are red; Command of the Russian side means ordering about 120,000 troops. Russian are dark green. Here are the types of Units and how they look on Screen:

Type	Normal	Disorganized	Routed
Infantry column			
Infantry line			
Infantry square			
Light cavalry			
Heavy cavalry			
Artillery			
Horse artillery			

If you want information about a Unit, place the cursor over the Unit and press fire; information appears at the bottom of the Screen in the Unit Display. If you're getting info about French Units, the top line shows the Unit's nationality (not always French), name, division, and Corps number. The bottom line has the Unit's strength, type, artillery (if available), morale and fatigue levels (if these were selected from the Options Screen).

For Russian Units, only the nationality (not always Russian) appears on the first line and only the type and strength on the second. To see information on Russian Units, you have to select SEE or NO for Computer Opponent on the Options Screen.

Note: French Units often have "guns" listed, but don't always have heavy cannon available. You can tell if they have heavy cannon because the fire from these weapons is visible. The Russians always have heavy cannon.

FORMATIONS

Cavalry, Artillery, and Infantry Units can all make up formations. All formations are initiated by giving an order. This is done by placing the cursor on a Unit and pressing Fire. The exception to this is the Infantry Square which forms automatically when under Cavalry attack (when the Cavalry closes to within two or three squares).

Note: To cancel any order, move the cursor off the Unit, then move it back and release the Fire Button.

Atari and Commodore Formations:

Line—red cursor with an **L** (Cavalry, Infantry, Artillery);
Column—white cursor with a **C** (Infantry only);
Square (Infantry only).

IBM Formations (CGA/EGA):

Line—cyan/red cursor with an **L** (Cavalry, Infantry, Artillery);
Column—white/white cursor with a **C** (Infantry only);
Square (Infantry only).

MOVEMENT

The playing area is broken into squares for movement purposes. Each square is the size of one Unit (about 275 yards on a side). The time it takes a Unit to move from square to square depends on the type of Unit and the terrain. Basically, Cavalry moves the fastest, Infantry is next, followed by Artillery that has not been in use (it's already attached to wagons), and finally, Artillery which has been in use (since it must be broken down and rehitched to wagons).

Hint: Units can't pass over each other or cross difficult terrain so they'll automatically try to go around. If you order a Unit to move in a certain direction and it can't and can't go around, it will keep trying to follow your instructions, fatiguing its troops. Give the Unit new orders. There's no sense wearing out your men for no reason.

CONVERTING UNIT FORMATIONS (LINE/COLUMN)

To convert Infantry from one formation to another, press the Fire Button on a Unit and wait for the Line or Column cursor to appear; it's up to you which one to use. If you don't want the first cursor that appears *continue* to hold the Fire Button and the cursor will change.

Line formation is represented by an **L** in the cursor; the Column formation features a **C** in the cursor. Move the cursor off the Unit, then back, and release the Fire Button. The Unit's now in the formation selected.

Note: It takes a short time for the Unit to regroup into a new formation.

ORDERING UNIT MOVEMENT

If you want to move a Unit, here's how to give movement orders: press the Fire Button on a Unit and wait till the formation cursor changes to the one you wish (**L** or **C**), move the cursor where you want the Unit to advance, then release the Fire Button.

Units will proceed to objectives at various speeds and these depend on the type of Unit, the kind of terrain being covered, the amount of enemy hindrance, and other variables.

Ordering the Cavalry

When you press the Fire Button on a Cavalry Unit, a red cursor appears (Cavalry can only proceed in a Line). Move that to any desired strategic position and release the Fire Button.

Ordering the Infantry

Infantry can be moved in a Line or a Column. If you press the Fire Button on a Unit and the red Line cursor appears, you can use this formation, or continue to hold the Fire Button down until the white Column cursor appears and use that formation. If, when you press the Fire Button, the cursor is the white Column cursor, you can use it or hold the Fire Button until the red Line cursor appears.

Line vs Column

Line formation places troops in single file, allowing each to use his musket against the enemy. Column provides a saftey-in-numbers

morale booster to troops, but cuts down on a Unit's efficiency since men on the inside of the Column don't have a clear line of fire and can't use their weapons.

Line Units don't do well in melees unless they're engaging smaller or disorganized Units (especially prevalent late in the battle).

Hint: Your Imperial Guard is most effective late in the game if you break them into individual Units and organize them in Line formation. Use their excellent musket skills on Russian Units, but don't get them involved in a melee. The Imperial Guard is basically the 3rd Old Guard, the 2nd Young Guard, the Vistule Young Guard, the Guard Cavalry, and the Artillery Guard.

Infantry Squares

If an enemy Cavalry Unit approaches within two or three squares of your Infantry Units, the Infantry Units automatically form Square formations.

A Square formation means that men and muskets are facing out in all directions. These are better for defending against mounted attacks, but make troops more vulnerable to bombardment. When the Cavalry moves on, the Square returns to the original formation and begins moving according to your original orders.

Hint: You can force the Unit out of a Square formation by giving it orders to move on—orders which you'll have to give several times before the Unit gets the idea and complies.

Note: If a Unit is disorganized or routed, it will not change into a Square formation. It's at the Cavalry's mercy.

Ordering the Artillery

There are two cursors for Artillery. Press the Fire Button on a Unit, the yellow Fire cursor appears, and you can move this to enemy positions and bomb them. Or you can hold the Fire Button down until the red movement cursor appears and use this to move cannons into better positions (Fire cursors are magenta on IBM CGAs).

If, when you press the Fire Button, the cursor is the red Movement cursor, you can use this or hold the Fire Button until the yellow Fire cursor appears (Movement cursors are cyan on IBM CGAs).

Stacks

Columns from the same French Corps may be "Stacked" into a single Square formation, giving you a great deal of combined fire power (Russian Columns don't have to be from the same Corps to form Stacks).

Here's how to create a Stack. When two Columns are next to each other (same Corps, remember), move one Unit into the other. Several Units may be merged this way, as long as the total Stack strengh does not exceed 6300 men.

Stacks can be moved as though they were a single Unit, but cannot move in Line formation. Information on the individual Units is no longer presented. Instead, only division and Corps names are presented (providing all Units are from the same division and Corps).

If Units are from different Corps (Russian only), then only the nationality is displayed. If Units have different nationalities, then the nationality of the top Unit in the stack is displayed.

Hint: It's a good idea to organize French Units from the same Corps at designated staging areas (when and where are up to you). This way, they're already in a position to form Stacks.

Strength and morale (if you chose them on the Options Screen) are shown as a combination of all Units. Fatigue is based on that of the weakest Unit. Stacks become disorganized or are routed based on the Morale of the lowest Unit.

Hint: You can Stack one Stack onto another.

To unmerge Units, order the Stack to move as a Line. Instead of the Stack changing to a Line, the last Unit to join the Stack will separate. This can be repeated until some or all of the Units have been unmerged from the Stack.

Reinforcements

Reinforcements arrive automatically.

Combat

There are several methods of inflicting losses on the enemy.

Cannon, Musket, and Small Cannon Fire

First, cannons. Artillery can fire at targets five squares away, but it's most effective at closer ranges. Move the yellow Fire cursor to a target that's in range of your cannons and release the Fire Button (this cursor is magenta on IBM CGAs). Within 1-3 minutes, Atari and Commodore games will show a black cannonball heading toward the target; IBM games will show the artillery Unit flickering when a cannon is fired.

Note: If you check your score immediately after firing upon an enemy Unit and that Unit sustained casualties, it takes several seconds for these

casualties to be reported to Atari or Commodore computers. The report to IBM computers is immediate.

Hint: If you change the target, it takes the cannon crew about a minute to resight.

Artillery is better used against large Units than small ones. Remember though, cannons aren't always accurate and you may miss your target and even bombard your own Units.

Note: If your cannon fire is restricted by terrain (woods, for example), then the cannonball will continue to the target to indicate the target square, but won't inflict any casualties. This goes for Russian Artillery, too, so if your Units are behind trees and cannonballs are finding their way to those Units, don't worry. There won't be any casualties.

Next, muskets. Muskets only have an effective range of one square. Infantry Units which don't have orders to move will automatically fire at any adjacent enemy Units. Naturally, if your Infantry Units aren't near the enemy, move them into position.

Lastly, small cannons. Some Cavalry and Infantry Units have light Artillery pieces. These are only effective at close range and work like musket fire. Small cannons fire automatically (you don't control them) and no cannonball traces the firing path.

MELEE COMBAT

A melee is hand-to-hand combat. It occurs automatically when a Unit tries to enter a square occupied by an enemy Unit. Melees can't occur if Units or enemy defenders aren't in clear terrain.

CHARGING

Infantry and Cavalry Units can only charge in the last clear square before reaching an enemy Unit. However, this is only under ideal conditions. It is also automatic, you can't control it.

Terrain

There are many types of terrain. These affect movement and combat.

- **Clear**: *Effect on Movement* (none); *Effect on Attacker* (none); *Effect on Defender* (none)
- **Border**: *Effect on Movement* (exit only); *Effect on Attacker* (none); *Effect on Defender* (none)
- **River**: *Effect on Movement* (normal); *Effect on Attacker* (none); *Effect on Defender* (none)

- **Stream 1**: *Effect on Movement* (slowed); *Effect on Attacker* (can't charge); *Effect on Defender* (can't charge)
- **Stream 2**: *Effect on Movement* (slowed/Artillery is disorganized); *Effect on Attacker* (can't charge); *Effect on Defender* (none)
- **Stream 3**: *Effect on Movement* (slowed/Artillery & Cavalry are disorganized); *Effect on Attacker* (can't charge); *Effect on Defender* (none)
- **River Ford**: *Effect on Movement* (slowed); *Effect on Attacker* (can't charge); *Effect on Defender* (none)
- **River Bridge**: *Effect on Movement* (slowed); *Effect on Attacker* (can't charge); *Effect on Defender* (none)
- **Woods**: *Effect on Movement* (slowed/Artillery & Cavalry can't enter/Infantry is disorganized); *Effect on Attacker* (blocks Artillery fire); *Effect on Defender* (reduced losses)
- **Trail**: *Effect on Movement* (slowed); *Effect on Attacker* (can't charge); *Effect on Defender* (reduced losses)
- **Village**: *Effect on Movement* (none); *Effect on Attacker* (can't charge); *Effect on Defender* (none)
- **Slope**: *Effect on Movement* (slowed); *Effect on Attacker* (Cavalry can't charge; blocks aritllery fire); *Effect on Defender* (none)
- **Redoubt/Fleches**: *Effect on Movement* (none); *Effect on Attacker* (melee is not automatic; blocks Artillery fire); *Effect on Defender* (reduced losses)

Morale

The morale of a Unit is affected by how well it does in battle, the terrain conditions, how well-trained it is, etc. Each Unit starts out with a maximum morale. This is reduced by casualties, Artillery barrages, melees, etc. Naturally, if a Unit does well, its morale remains high or is rebuilt.

If the morale of a Unit falls to Fair, it becomes disorganized and is no longer a single fighting force. It can only regain morale through rest, not through fighting or marching. If it falls to Poor, it is routed and beats a retreat. Routed Units never recover their maximum morale.

Hint: It's not a good idea to mix high and low morale Units into a Stack since the morale is based on the weakest Unit.

ARMY DEMORALIZATION

Demoralizing the enemy is crucial to victory. Demoralization is based on whether a Unit has been destroyed, routed, or disorganized; the more important the Unit, the greater this counts against the Army overall. The most significant way to demoralize the enemy is to route its Units.

Winning The Game

The score is calculated by starting with a base score, adding the number of Russians killed, and then subtracting the number of French killed (base scores are given in the description of the Scenario Screen). If an army is demoralized, men who were routed but not killed are still counted as killed troops. The scores required to win are listed in the Scenario.

UNIT STRENGTHS & WEAKNESSES

Infantry Line

Strength: maximizes power in a firefight.
Weakness: small-sized Units are vulnerable in a melee.

Infantry Column

Strength: increased morale; allows Units to Stack which allows Units to take more casualties without being routed.
Weakness: Stacked Units are more vulnerable to Artillery.

Infantry Square

Strength: minimizes morale loss during a Cavalry attack.
Weakness: unable to move; highter casualties from Artillery and musket fire.

Light Cavalry

Strength: fast moving; lowers enemy morale (unless they're in a square).
Weakness: can't melee Infantry in a square.

Heavy Cavalry

Strength: fast moving; strong in melee; lowers morale of enemy (unless they're in a Square formation).
Weakness: can't melee Infantry in a Square formation.

Infantry Artillery

Strength: can fire at a distance.
Weakness: poor melee strength; can't initiate melee.

Horse Artillery

Strength: can fire at a distance; faster than Infantry Artillery.
Weakness: poor melee strength; can't initiate melee.

Grand Tactical Considerations

When Napoleon went to battle, he sought to get behind the enemy's front lines and he often used a flanking attack to do this. In a flanking attack, part of the attacking force moves up and engages the enemy, pinning (hopefuly) the enemy down. Next, the remainder of the attacking force moves around the end of the enemy line and attacks from behind. These maneuvers accomplish several goals:

1. You block the enemy's path of retreat.
2. Your forces avoid the enemy's defense obstacles which are intended to stop frontal assualts.
3. You bring your entire flanking force against the few Units which are on the end of the enemy position.

When it was impossible to use the flanking attack, either because of lack of time or because the terrain wasn't suitable, Napoleon would conduct a frontal battle. But a frontal battle shouldn't be just a general assault. The idea is to find or create a hole in the enemy's line and conduct a massive assault at that point. The purpose is to break through the breach. The drawback to frontal battle is that you suffer many casualties in punching through the line.

One technique that Napoleon pioneered was the Grand Battery. He brought massive amounts of Artillery together to pound away at a critical point of the enemy line: the flank in a flanking attack or the chosen weak spot in a frontal battle.

Once the enemy line was broken, the Cavalry was used to pursue the retreating enemy Units so they couldn't regroup and continue the battle. Of course, if they don't retreat and pour their own reinforcements to fill the hole, the battle may take a dramatic turn.

Hint: Each type of Unit has its own strengths and weaknesses. Learn what skills each type has. When confronted with an enemy defense, determine which Units would be most effective against it.

BORODINO

Because of the forests and hills to the south of the battle area, and the river to the north, the flanking attack is difficult to use in BORODINO (in the Third Day scenario, there isn't enough time).

Still, in the 2 or 3 day scenarios, it's interesting to take a Corps and see what can be accomplished. One difficulty with attempting to flank the southern end of the Russian line is that the huge amount of Russian Artillery makes for a deadly reception. One solution is to launch a diversionary attack in the north. Make the attack big enough to gain some headway. Hopefully, this will cause the Russian player to send some of the Artillery Units north and away from your southern attack.

The usual plan is to use a frontal strike, as Napoleon did. Of the three main center areas: the River, the Great Redoubt, and the Fleches, the Fleches is the easiest to attack, it is usually lightly defended and is the farthest from the Russian 5th Corps reserve—one of the few areas, in fact, *not* near the large Russian reserve force.

On the positive side, the French have both strong Artillery and Cavalry contingents. Get the Artillery up close to the enemy at your planned attack area. Save some of your Cavalry to use in pursuing the enemy after they break and run.

Area of Action

The battle area is too large and the number of Units too great to keep up with everything at once. Select an important section of the enemy line, perhaps 6-10 squares in size. This will be your "Area of Action." Now bring up Units to fight in this action, anywhere from 4 to 12. There's plenty of time, so arrange your Units carefully. Once the Units are in position, begin your attack. Keep an eye on this Area of Action. Bring up reinforcements as needed. Once the attack succeeds or fails, arrange your troops in a good defense position. Now you're ready to move to a new Area of Action.

Concentration of Force

Once you've decided where to attack, decide how much force to use in the assualt (don't be stingy). Timing is important! You want all of your attacking Units to arrive at the same instant. If the attacking Units close in with the enemy at different times, they may be defeated individually.

Hint: Don't attack with disorganized or tired Units. Wait for Units to recover from one attack before using them again.

Support

Each assault should have a number of support Units that don't directly participate in an attack, but are important to success. Sometimes a Unit can provide support in several categories at once.

- **Artillery:** to soften a position before attacking and for defense against counter attacks.
- **Cavalry:** to sway the course of an infantry attack; to lend psychological support to the infantry (and reduce it for the enemy); and to pursue the enemy in retreat.
- **Reinforcement:** to merge with a Unit that has taken heavy casualties or take the position of a Unit that has retreated (be sure to push reinforcements forward as the attack advances or they may arrive too late to help).
- **Flank:** to prevent the end Units from being attacked—usually done by calvary as they can move forward quickly to intercept threatening Units (can also be done by Artillery bombardment).

Artillery Defense

When the enemy attacks your Artillery positions, use your cannons to stop the assault (the last two squares before your position are the most crucial and, fortunately, the most effective for your cannon's

defense). If you can disorganize the attackers, their charge from the last square may be hindered or repulsed. If you don't disorganize the attackers, the charge and resulting melee will inflict heavy losses on your men.

Hint: To protect your Artillery from a large onslaught, place a Cavalry or small Infantry Unit in the way. If your timing is right, the enemy will engage your protecting Unit and still be within one square of your guns. Open fire!

Offense Against Artillery

When attacking an exposed Artillery position, it's usually best to use Cavalry. If the position is protected by terrain (eg, a redoubt), use a large Infantry Unit in a Column. You'll take more casualties this way, but the Unit should last longer, giving your troops more time to reach the position and take it out.

Offense Against Nearby Artillery

Move a small Unit toward the Artillery to draw its fire away from your main attack.

Offense Against Infantry in a Square Formation

If you first strike with Infantry, follow up with Cavalry just as the enemy Unit becomes disorganized from a melee. If you're using light Cavalry (the fastest), there's a chance that you can actually charge them before they form a Square formation (you have to be close to do this though). If the enemy forms a Square, hit this with cannon fire.

Offense Against Units Behind Rivers

Use Artillery to pound enemy Units before sending in Infantry or Cavalry.

Play-By-Mail Tips

Since the game can be saved and reloaded, it's possible for two people at different locations to play against each other. Select the NO computer Option, then set Russian Toughness, French Toughness, Morale, and Fatigue. Alternate play in 30-minute periods using the 0 speed is recommended. In other words, the French player plays a 30-minute turn, then saves the game. He sends the file to his opponent, who loads the game and plays a 30-minute turn, then saves the game and sends the saved file back.

Play between Atari, Commodore, and IBM versions is not possible.

Bibliography:

The Order of Battle for this project was compiled by John Wladis. Major sources include:

French OB

Fabrey's *'Campagne de Russie, Vol. 4'*
Osten-Sacken's *'Der Feldzug von 1812'*
Chambray's *'Histoire de L'Expedition de Russie'*

Russian OB

Osten-Sachen's *'Der Feldzug von 1812'*
Bernhardi's *'Denkwurdigkeiten aus dem Leben des Grafen von Toll'*
"Borodino Doumenty, Pis'ma, Vospominaniya" ed. R.E. Alt'shuller and G.V. Bogdarov
"Kutusov M.I. Sbornik Dokumentov", ed L.G. Beskrovny

He also had access to George Nafziger and Dave Naquin's Orders of Battle on Borodino.

The map information was supplied by Dave Naquin and was compiled from an 1839 Russian Military map of the Borodino area for a wargame reenactment that year and a series of photographs commissioned by the Tzar in 1911 to commemorate the 100th Anniversary. Plus additional period maps and contemporary text was consulted.

For those interested in more information on the campaign and battle the following are recommended:

Borodino and the War of 1812, Christopher Duffy
The Campaigns of Napoleon, David Chandler
The War between the Two Emperors, Curtis Tate

Part III

For gaming purposes, some liberties have been taken with the orders of battle, specifically the artillery units.

1) FRENCH ORDER OF BATTLE
September 5th, 1812

Commander - Napoleon Bonaparte

Imperial Guard - Bessieres
1st Division - Delaborde - detached in Smolensky
Marshal Mortier
2nd Guard Division (Young Guard) - Roguet

1st Voltiguers	750
1st Tirailleurs	650
Fusiliers chasseurs	1070
Fusiliers grenadiers	1200
Artillery	16 guns

Vistule Division - Claparede

1st Vistule	900

2nd Vistule	800
3rd Vistule	900
Artillery	12 guns
Marshal Lefebvre	
3rd Guard Division (Old Guard) - Curial	
1st Chasseurs	1300
2nd Chasseurs	1100
1st Grenadiers	1200
2nd Grenadiers	900
3rd Grenadiers	800
Artillery	32 guns
Guard Cavalry Division - Walther	
Chasseurs a cheval	1000
Mameluks	50
Dragoons	800
Grenadiers a cheval	1000
1st Chevaulegers lancers	600
2nd Chevaulegers lancers	600
Elite Gendarms	350
Artillery	12 guns
Attached Cavalry	
7th Chevauxlegers	
Portugese Chasseurs a cheval	
Artillery Reserve - Sorbier	37 guns
I Corps - Marshal Davout	
1st Division - detached to Eugene	
2nd Division - Friant	
15th light	2100
33rd line	2400
48th line	2550
Spanish Regiment (Joseph-Napoleon)	800
Artillerie	
3rd Division - detached to Eugene	
4th Division - Dessaix	
85th line	2950
108th line	2600
Artillery	
5th Division - Compans	
25th line	2700
57th line	2950
61st line	2450
111th line	3100
Artillery	
Corps Cavalry - detached to Murat	
Corps Artillery - Pernety	38 guns

III Corps - Marshal Ney

10th Division - Essarts

24th light	1500
46th line	1300
72nd line	1300
1st Portuguese	300
Artillery	

11th Division - Razout

4th line	1450
18th line	1600
93rd line	1250
2nd Portuguese	280
Artillery	

25th Division - Marchand

Provisorische Battalion No. 1	650
Provisorische Battalion No. 2	650
Provisorische Battalion No. 3	650
Artillery	

Corps Cavalry - detached to Murat

Corps Artillery Foucher 62 guns

IV Corps - Eugene

Italian Royal Guard - Lecchi

Infantry - Lecchi

Royal d'Elites	1000
Royal Guard Infantry Regiment	1100
Royal Guard Conscript Regiment	950
Artillery	

Cavalry-Triarie

Honor Guard	200
Royal Guard Dragoon	300
Queen Dragoon	450

13th Division - Delzons

8th light	1000
84th line	2200
92nd line	2100
106th line	2300
1st Croat	1000
Artillery	

14th Division - Broussier

18th light	1100
9th line	1900
35th line	1900
53rd line	1500
Spanish Regiment	800
Artillery	

15th Division - Pino - did not participate in battle

1st line: Leib-Guard Preobrazhensk Rgt.
Leib-Guard Semenovsk Rgt.
Leib-Guard Izmailovsk Rgt.
2nd line: Leib-Guard Finlandsk Rgt.
Leib-Guard Litovsk Rgt.
Leib Guard Artillery Brg: 48 guns
1st Cuirassier Division - Borosdin II, G.M. - 2400
Chevalier Guard Rgt.
Horse Guard Rgt.
Emperor Cuirassier Rgt.
Empress Cuirassier Rgt.
Astrakhan Cuirassier Rgt.
Artillery: 32 guns
Main Artillery Reserve: 120 guns - Eilar

Left Wing - Prince Bagration, General of Infantry

Detachment.
6th Jaeger Rgt.
49th Jaeger Rgt.
50th Jaeger Rgt.

1st Advanced Detachment. - Gogel
5th Jaeger Rgt.
41st Jaeger Rgt.
42nd Jaeger Rgt.

2nd Advanced Detachment. - Shakhovsk
20th Jaeger Rgt.
21st Jaeger Rgt.
Combined Grenadier batts of 3rd Division

Fortifications
Great Redoubt: 18 guns
Bagration Fleches: 40 guns
Semenovsk: 18 guns

7th Infantry Corps - Raevsky, G.L. - 10,800 (incl. Jaeger Rgt.)
26th Infantry Division - Paskevitvh, G.M.
1st line: Ladozhak Infantry Rgt.
Poltavsk Infantry Rgt.
2nd line: Nizhegorodsk Infantry Rgt.
Orlovsk Infantry Rgt.
26th Artillery Brg: 6 guns
12th Infantry Division - Vasilchikov, G.M.
1st line: Narvsk Infantry Rgt.
Smolensk Infantry Rgt.
2nd line: Ingermanlandsk Infantry Rgt.
Aleksopolsk Infantry Rgt.

8th Infantry Corps - Borozdin I, G.L. - 11200 (incl. Jaeger Rgt.)
27th Infantry Division - Neverovski, G.M.
1st line: Odessk Infantry Rgt.
Simbirsk Infantry Rgt.

2nd line: Vilensk Infantry Rgt.
Tarnopolsk Infantry Rgt.
2nd Grenadier Division - Prinz Karl von Mecklenburg-Schwerin, G.M.
Kievsk Grenadier Rgt.
Moskovsk Grenadier Rgt.
Astrakhansk Grenadier Rgt.
Fanagoriisk Grenadier Rgt.
Sibirsk Grenadier Rgt.
Malososssiisk Grenadier Rgt.

2nd Army Artillery Reserve: 80 guns - Levenstern

4th Cavalry Corps - Count Sivers, G.M. - 3800
1st line: Kharkovsk Dragoon Rgt.
Chernigovsk Dragoon Rgt.
Kievsk Dragoon Rgt.
2nd line: Litovsk Ulan Rgt.
Akhtrsk Hussar Rgt.
Artillery: 12 guns

Left Wing Reserve
2nd Combined Grenadier Division - Count Voronzov, G.M. - 21 men
Artillery: 12 guns
2nd Cuirassier Division - Duki 2, G.M. - 2300
Ekaternoslavsk Cuirassier Rgt.
Ordensk Cuirassier Rgt.
Glukhovsk Cuirassier Rgt.
Malorossiisk Cuirassier Rgt.
Novgorodsk Cuirassier Rgt.

Left Observation Detachment - Karpov 2, G.M. - 1500
8 Cossack Rgts.

Attached Smolensk Militia - Lt. General N.P. Lebedev - 3000

Separate Utitsk Detachment - Tuchkov I
3rd Infantry Corps - Tuchkov I
1st Gren Division - Count Strogonov, G.M.
Leib Grenadier Rgt.
Graf Araktcheev Grenadier Rgt.
Pavlovsk Grenadier Rgt.
S. Peterburgsk Grenadier Rgt.
Tavrichesk Grenadier Rgt.
Ekaterinoslavsk Grenadier Rgt.
Artillery: 18 guns
3rd Infantry Division - Konovnitzin, G.L.
1st line: Muromsk Infantry Rgt.
Revelsk Infantry Rgt.
2nd line: Chernigovsk Infantry Rgt.
Selenginsk Infantry Rgt.
Attached Moscow Militia - 1280
Attached Moscow Militia - 9000

Borodino Advanced Detachment. - Bistrom
Lifeguard Jaeger Rgt.
Artillery: 14 guns

Gorki Advanced Detachment. - Diteriks
11th Jaeger Rgt.
36th Jaeger Rgt.
7th Battery Co.: 12 guns

2nd Infantry Corps - Baggovut - 10,300 (incl. Jaeger Rgt.)
4th Infantry Division - Eugen von Wurttemberg, G.M.
1st line: Tobolsk Infantry Rgt.
Volinsk Infantry Rgt.
2nd line: Kremenchung Infantry Rgt.
Minsk Infantry Rgt.
4th Artillery Brg: 36 guns
17th Infantry Division - Olsufief, G.L.
1st line: Ryzansk Infantry Rgt.
Belozersk Infantry Rgt.
2nd line: Brestsk Infantry Rgt.
Vilmanstransk Infantry Rgt.
17th Artillery Brg: 36 guns
Attached Moscow Militia - 1st Jaeger Rgt.

4th Infantry Corps - Count Osterman-Tolstoi, G.L. - 9500 (incl. Jaeger Rgt.)
11th Infantry Division - Tchoglokov
1st line: Keksholmsk Infantry Rgt.
Pernovsk Infantry Rgt.
2nd line: Polotsk Infantry Rgt.
33rd Jaeger Rgt.
Eletsk Infantry Rgt.
11th Artillery Brg: 30 guns
23rd Infantry Division - Bakhmetieff, G.M.
1st line: Rilsk Infantry Rgt.
Ekaterinburgsk Infantry Rgt.
2nd line: Koporsk Infantry Rgt.
Artillery: 12 guns
Attached Moscow Militia - 1200

2nd Reserve Cavalry Corps - Korf, G.L. - 3500
1st line: Pskovsk Dragoon Rgt.
Moskovsk Dragoon Rgt.
2nd line: Polsk Ulan Rgt.
Iziomsk Hussar Rgt.
Smolensk Militia Cavalry Rgt.
Artillery: 12 guns

Right Wing Reserve
1st Reserve Cavalry Corps - Uvarov, G.L. - 2500
1st line: Nezhinsk Dragoon Rgt.
Elisabetgradsk Hussar Rgt.
2nd line: Leib-Guard Dragoon Rgt.
Leib-Guard Hussar Rgt.
Leib-Guard Ulan Rgt.
Leib-Guard Cossack Rgt.
Black Sea Cossack Sotni
Artillery: 12 guns
Cossack Corps - Platov, General of Cavalry
9 Cossack Rgts.
Artillery: 12 guns

Center - Dokhturov, General of Infantry (6th Infantry Corps Commander)
Advanced Detachment. of the Center - Aleksapol
19th Jaeger Rgt.
40th Jaeger Rgt.
1st Jaeger Rgt.
18th Jaeger Rgt.

6th Infantry Corps - Dokhturov, General of Infantry - 9900
(Incl. Jaeger Rgt.)
7th Infantry Division - Kapsevitch, G.L.
1st line: Moskovsk Infantry Rgt.
Pskovsk Infantry Rgt.
2nd line: Sofiisk Infantry Rgt.
Libausk Infantry Rgt.
7th Artillery Brg: 24 guns
24th Infantry Division - Lichatcheff, G.M.
1st line: Ufmsk Infantry Rgt.
Shchrvansk Infantry Rgt.
2nd line: Butirsk Infantry Rgt.
Tomsk Infantry. Rgt.
24th Artillery Brg: 36 guns
Attached Moscow Militia - 1280

3rd Reserve Cavalry Corps - Baron Kreutz, G.L. - 3700
1st line: Kurlandsk Dragoon Rgt.
Orenburgsk Dragoon Rgt.
Simbirsk Dragoon Rgt.
Irkutsk Dragoon Rgt.
2nd line: Sumsk Hussar Rgt.
Mariupolsk Hussar Rgt.
Artillery: 12 guns

Center Reserve
5th Infantry Corps - Lavrov, G.L.
Guard Infantry Division - 13,000 (Incl. LeibGd Jaeger Rgt.)

II Corps Cavalry - Montbrun

2nd Division Light Cavalry - Sebastiani
- 8th Light Cavalry Brigade - Burthe
  - 5th Hussars 450
  - 9th Hussars 450
- 7th Light Cavalry Brigade - St. Geniez
  - 11th chasseurs a cheval 500
  - 12th chasseurs a cheval 350
- 16th Light Cavalry Brigade - Subervie
  - Combinerte Ulanen 150
  - Jaeger 250
  - 10th 400
- Division Artillery

2nd Division Cuirassiers - Wathier
- 5th cuirassiers 00
- 8th cuirassiers 600
- 10th cuirassiers 450
- 2nd chevaux-legers 250
- Artillery

4th Division Cuirassiers - Defrance
- 1st carabiniers 450
- 2nd carabiniers 400
- 1st cuirassiers 200
- 4th chevaux-legers 200
- Artillery

Corps Artillery - Seruzier 29 guns

III Corps Cavalry - Grouchy

3rd Division Light Cavalry - Chastel
- 11th Light Cavalry Brigade - Gauthrin
  - 6th Hussars 350
  - 8th chasseurs a cheval 350
- 10th Light Cavalry Brigade - Gerard
  - 6th chasseurs a cheval 350
  - 25th chasseurs a cheval 350
- 17th Light Cavalry Brigade - Dommanget
  - Chevaulegers 200
  - Chevaulegers 200
  - Chevaulegers 300
- Division Artillery

6th Division Cavalry - Lahoussaye
- 7th dragoons 300
- 23th dragoons 300
- 28th dragoons 350
- 30th dragoons 300
- Artillery

Corps Artillery - Griois 10 guns

IV Corps Cavalry - Latour-Maubourg

4th Division Light Cavalry - Roznieckí
- 11th Lancer 450
- 29th Light Cavalry Brigade - Turno
  - 3rd Lancer 300
  - 16th Lancer 350

7th Heavy Cavalry Division - Lorge
- Corps Guard 400
- Cuirassieurs 400
- 14th 350
- 1st Cuirassieurs 450
- 2nd Cuirassieurs 450

Corps Artillery - Hortig 24 guns

I Corps Cavalry - Murat

1st Light Cavalry Brigade - Pajol
- 2nd chasseurs a cheval 200
- 9th Lancer 200

2nd Light Cavalry Brigade - Bordesoulle
- 1st chasseurs a cheval 450
- 3rd chasseurs a cheval 250

III Corps Cavalry - Murat

9th Light Cavalry Brigade - Mourier
- 11th chasseurs a cheval 400
- 6th chasseurs a cheval 450
- 4th Jaeger 400

14th Light Cavalry Brigade - Beurmann
- 4th chasseurs a cheval 500
- 28th chasseurs a cheval 100
- 1st Chevaulegers 350
- Liebchevaulegers 350
- Artillery 6 guns

2) RUSSIAN ORDER OF BATTLE
September 7, 1812

The small Militia units attached with infantry units were mostly non-combatant and used for helping with wounded and building fortifications. The large groups of militia were kept together in the rear to give the impression of added strength.

Commander - Kutuzov

Right Wing - Miloradovich

Right Observation Detachment. - Vlasov 3

Maslovsk Defense Detachment. - Passek
- 4th Jaeger Rgt.
- 30th Jaeger Rgt.
- 48th Jaeger Rgt.

I Corps Infantry attached to Eugene's command:

1st Division - Morand
- 13th light 1550
- 17th line 2250
- 30th line 2950
- Artillery

3rd Division - Gerard
- 7th light 1850
- 12th line 1800
- 21st line 1725
- Artillery

Corps Cavalry - Ornano

12th Light cavalry Brigade - Guyon
- 9th Chasseurs a cheval 400
- 19th Chasseurs a cheval 400

13th Light cavalry Brigade - Villata
- 2nd Chasseurs a cheval 450
- 3rd Chasseurs a cheval 475

Bavarian Cavalry Division - von Preysing

21st Light Cavalry Brigade - Seydewitz
- 3rd Chevaulegers Regiment 400
- 6th Chevaulegers Regiment 400

22nd Light Cavalry Brigade - von Preysing
- 4th Chevaulegers Regiment 300
- 5th Chevaulegers Regiment 300
- Artillery

IV Corps Artillery - Danthouard 88 guns

V Corps - Prince Poniatowski

16th Division - Krasinski
- 3rd Infantry 1300
- 15th Infantry 1200
- 16th Infantry 1050
- Artillery

17th Division - Dombrowski (detached)

18th Division - Knjazewicz
- 2nd Infantry 900
- 8th Infantry 1250
- 12th Infantry 850
- Artillery

Corps Cavalry - Kaminski

19th Light Cavalry Brigade - Tyszkiewicz
- 4th Chasseurs a cheval 400
- 12th Lancers 450

20th Light Cavalry Brigade - Sulkowski
- 5th Chasseurs a cheval 300
- 13th Hussars 500

Corps Artillery - Pellitier 48 guns

VIII Corps - Junot

23rd Division - Tharreau	
III Light Infantry	500
2nd Line Infantry	950
6th Line Infantry	1100
II Light Infantry	500
3rd Line Infantry	1050
7th Line Infantry	1300
Artillery	
24th Division - von Ochs	
Guard-Grenadier	500
Guard-Jaeger	600
Jaeger	400
Artillery	
I Light Infantry	500
Artillery	
24th Light Cavalry Brigade - von Hammerstein	
Garde-Chevaulegers	400
1st Hussars	350
2nd Hussars	350
Corps Artillery - Allix	30 guns

I Corps Cavalry - Nansouty

1st Division Light Cavalry - Bruyere	
3rd Light Cavalry Brigade - Jacquinot	
9th Chevaux Legers	250
7th Hussars	350
4th Light Cavalry Brigade - Pire	
8th Hussars	400
16th Chasseurs a cheval	300
15th Light Cavalry Brigade - Niemojewski	
6th Lancer	200
8th Lancer	250
2nd Combined Hussars	300
Division Artillery	
1st Divison Cuirassiers - St. Germain	
2nd cuirassiers	250
3rd cuirassiers	300
9th cuirassiers	300
1st chevaux-legers	150
Artillery	
5th Division Cuirassiers - Valence	
6th cuirassiers	500
11th cuirassiers	400
12th cuirassiers	400
5th chevaux-legers	150
Artillery	
Corps Artillery - Choppin	25 guns

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